

IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1 1. (Currently Amended) A method for processing referenced objects,
2 comprising:
3 referencing an object by selected indicia defining a location of the object on a
4 network, the selected indicia being a globally-unique network identifier or a globally-unique
5 network identifier and an object locator;
6 searching for the object at the location defined by the selected indicia ~~by the selected~~
7 ~~indicia~~;
8 downloading the object from the location defined by the selected indicia ~~having the~~
9 ~~selected indicia~~;
10 analyzing the downloaded object to identify the selected indicia of the downloaded
11 object; and
12 capturing the object in persistent memory when the selected indicia is identified to
13 include a globally-unique network identifier.

1 2-4. (Canceled)

1 5. (Currently Amended) The method of claim 1 wherein the referencing of the
2 object is by a globally-unique network identifier.

1 6. (Currently Amended) The method of claim 5 further comprising attempting to
2 find the object resident in the presentation device using a globally-unique network identifier.

1 7. (Currently Amended) The method of claim 6 further comprising searching for
2 the resource inline in a resource group in a print file when the search for a resident globally-
3 unique network identifier fails.

1 8. (Currently Amended) The method of claim 7 further comprising downloading
2 and capturing the object by the globally-unique network identifier if the resource is found
3 inline in a resource group in the print file and the object is secure.

1 9. (Currently Amended) The method of claim 1 wherein the referencing of the
2 object is by a globally-unique network identifier and an object locator.

1 10. (Currently Amended) The method of claim 9 further comprising attempting to
2 find the object resident in the presentation device using a globally-unique network identifier.

1 11. (Currently Amended) The method of claim 10 further comprising searching
2 for the resource inline in a resource group in a print file when the search for a resident
3 globally-unique network identifier fails.

1 12. (Currently Amended) The method of claim 11 further comprising
2 downloading and capturing the object by the globally-unique network identifier if the
3 resource is found inline in a resource group in the print file and the object is secure.

1 13. (Original) The method of claim 11 further comprising looking for the
2 object in a resource library by object locator when the inline search is unsuccessful.

1 14. (Currently Amended) The method of claim 13 further comprising determining
2 whether the globally-unique network identifier assigned to the object matches the globally-
3 unique network identifier referenced.

1 15. (Currently Amended) The method of claim 14 further comprising
2 downloading and capturing the object by the globally-unique network identifier if the
3 globally-unique network identifier assigned to the object matches the globally-unique
4 network identifier referenced.

1 16. (Currently Amended) The method of claim 14 further comprising indicating
2 an error if the globally-unique network identifier assigned to the object does not match the
3 globally-unique identifier network referenced.

1 17. (Currently Amended) The method of claim 14 further comprising indicating
2 an error if the object does not contain a globally-unique network identifier.

1 18. (Canceled)

1 19. (Withdrawn) A object data structure of a data stream for referencing and
2 identifying presentation objects, the object data structure including a globally-unique
3 identifier assigned to a presentation object, the globally-unique identifier providing integrity
4 to object identification.

1 20. (Withdrawn) The data structure of claim 19 wherein the globally-unique
2 identifier assigned to the object allows the object to be securely referenced for re-use.

1 21. (Withdrawn) The data structure of claim 19 wherein the globally-unique
2 identifier assigned to the object is platform-independent.

1 22. (Withdrawn) The data structure of claim 19 wherein the data stream is a
2 Mixed Object Document Content Architecture data stream.

1 23. (Withdrawn) The data structure of claim 19 wherein the globally-unique
2 identifier comprises a date and time stamp.

1 24. (Withdrawn) The data structure of claim 19 wherein the globally-unique
2 identifier comprises a checksum value.

1 25. (Withdrawn) The data structure of claim 19 wherein the globally-unique
2 identifier comprises a binary counter.

26. (Currently Amended) An article of manufacture comprising a program storage medium readable by a computer, the medium tangibly embodying one or more programs of instructions executable by the computer to perform a method for processing referenced objects, the method comprising:

referencing an object by selected indicia defining a location of the object on a network, the selected indicia being a globally-unique network identifier or a globally-unique network identifier and an object locator;

searching for the object at the location defined by the selected indicia ~~by the selected indicia~~;

downloading the object from the location defined by the selected indicia ~~having the selected indicia~~;

analyzing the downloaded object to identify the selected indicia of the downloaded object; and

capturing the object in persistent memory when the selected indicia is identified to include a globally-unique network identifier.